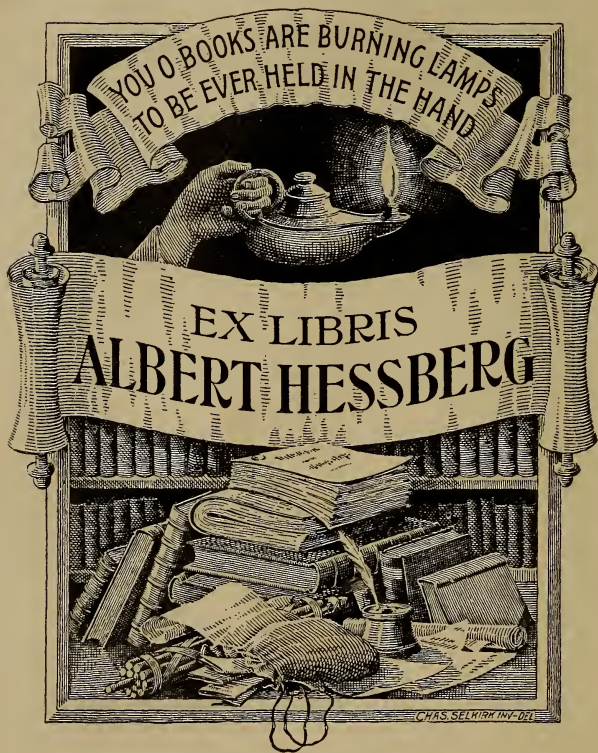


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A · B · C  
OF  
BRIDGE





YOU O BOOKS ARE BURNING LAMPS  
TO BE EVER HELD IN THE HAND

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ALBERT HESSBERG

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THE

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OF

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THE  
ABC OF BRIDGE

BY  
ELEANOR A. TENNANT.



NEW YORK  
STREET & SMITH  
PUBLISHERS

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# Terms Used in Bridge.

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1. **Blocking** - - Keeping the command, *i.e.*, the highest card of your partner's suit, after the first round.
2. **Bottling Trumps** Keeping your trumps till the last.
3. **Card of Re-entry** The ace or highest unplayed card of any suit with which you must in all probability take a trick, and thus be able to lead your own suit again.
4. **Chicane** - - Holding *no* trumps whatever.
5. **Content** - - That you do not wish to double any more.
6. **Cross Ruffing** - - When you and your partner can trump alternately, each leading a suit of which the other is void.
7. **Discarding** - - Throwing away a card when a suit is led of which you have none, and cannot, or will not, trump.
8. **Dummy** - - The dealer's partner.
9. **Grand Slam** - - Taking every trick.
10. **I Double** - - Makes every trick in excess of six twice its ordinary value.
11. **I Leave It** - - That you, being the dealer, have no suit in your own hand good enough to make trumps.
12. **I Re-double** - - Makes each trick exceeding six four times its value.
13. **Little Slam** - - Taking every trick but one.
14. **Ruffing** - - Trumping a suit.
15. **Simple Honors** Three out of the five.
16. **Unblocking** - - Discarding a high card of your partner's suit when he leads it, unless you have a small one as well.



# THE A B C OF BRIDGE.



I have for some time past been playing Bridge with friends of varying capacity—some few first-rate, some moderate, and a good many learners—and it has struck me that one reason of the slow progress made by the majority of these latter is, that most of the books published on the game, excellent though

they may be, are over the heads of beginners, and the good players who try to instruct their weaker brethren make the same mistake. They do not realize that the (to them) simple phrases in which they clothe their instructions are Greek to the uninitiated, who listen with a wan smile, and simply *dare* not say they do not understand, when their teacher tells them, sometimes (I fear) with a certain asperity, to lead through the strong, up to the weak, and not to "block" their partner's suit.

It is for these that my little book is intended.

The players should provide them-

selves with proper Bridge markers that have the value of the suits, honors, etc., printed on the back. In case the players should not be able to procure these Bridge markers, I add a table, *How to Score at Bridge*, which any one can copy and paste on the back of the markers for themselves.

By studying this you will see that there are 5 honors, the ten counting as one; so that, except in "no trumps," honors can never be divided, as one side must hold at least 3 out of the 5, and when this is the case they are called "simple honors" and count double the

value of a trick in the trump suit declared. Four honors count the same as 4 tricks, and 5 honors as 5 tricks, only marked *above* the middle line.

When there are 4 or more in *one* hand, you will see by referring to the little table I have given you how much more valuable they become; but they never in any circumstances count toward winning the game, which is made entirely by tricks scored *below* the middle line. The honors in "no trumps" consist of the 4 aces.

The game is 30, and when either side has made that score or over, a line is drawn underneath and the new game



## HOW TO SCORE AT BRIDGE.

WHEN TRUMPS ARE		Hearts	D'mond	Clubs	Spades
Each Trick beyond six scores - - - - -		8	6	4	2
<i>Honors scored above the line.</i>	Three Honors score	16	12	8	4
	Four Honors score	32	24	16	8
	Four Honors in one hand score - - -	64	48	32	16
	Five Honors score -	40	30	20	10
	Five Honors (one in Partner's hand) score	72	54	36	18
	Five Honors in one hand score - - -	80	60	40	20
	Chicane - - - - -	16	12	8	4
<b>SANS ATOUT (when there are no Trumps).</b>					
Each Trick above six scores - - - - -		12	<i>Scored with Honors.</i>		40
<i>Honors scored above the line.</i>	Three Aces score	30			20
	Four Aces score	40			20
	Four Aces in one hand score -	100			100
		Points for Rubber - -		100	

marked just below it. When either side has won 2 games out of 3 the rubber is over, and the score of each side must be added up separately, honors and all, the winners adding 100 for the rubber. Then the score made by the losers is subtracted from theirs, and the remainder gives the number of points won.

“Chicane” means that you hold *no* card of the trump suit declared, and you mark the value of 2 tricks *above* the line.

In cases where no trump is held by two players who are adversaries, the one offsets the other. Should two

**SPECIMEN OF A SCORING TABLET.**

WIN.	LOSE.	WIN.	LOSE.	WIN.	LOSE.
Honors.		Honors.		Honors.	
Tricks.		Tricks.		Tricks.	

partners have no trump, the honor score of the opponents is reduced by double the value of simple honors.

“Grand Slam” is made when one side takes all the tricks, and “Little Slam” when they take every trick but one.

A Grand Slam counts forty points, and a Little Slam twenty points in the honors column.

There seems to be so much uncertainty, even among players who have had some little experience of the game, as to which hand is exposed, that at this point I should like to say plainly that *after* the first card is led by the player

on the left of the leader, the next player, the leader's partner, immediately lays his cards down on the table, previously arranged in suits, and becomes Dummy, taking no part in selecting the cards to be played, which must be done entirely by his partner, the dealer. He is allowed to ask his partner if he has "no more," if he does not follow suit and so save a possible revoke, or to say which hand the lead is from his own or his partner's, but he must not interfere with the adversaries in any way; and even if he sees them revoke he is not allowed to say so—in fact, if he does, no penalty can be exacted from them, and he has

deprived his partner of the chance of finding it out and has done no good whatever.

**THE BEGINNING OF THE GAME.**

All four players cut for partners. Those who cut the two lowest cards and those who cut the two highest play together. The deal falls to the one who has turned up the lowest card, and he and his partner have the choice of cards and seats. The cutting for these and for partners must be repeated after each rubber, as this gives every one a chance of changing an undesirable partner or an unlucky seat, for, foolish as such a superstition may appear, it is an

undeniable fact that with a change of seats and cards the luck often seems to change, too; but, be this as it may, it is the rule to cut afresh after each rubber, and as such it ought to be adhered to. The dealer, after dealing out all the cards, beginning with the player on his left, looks at his hand, and if he can say one of three things proceeds to the declaration of trumps.



## THE DECLARATION OF TRUMPS.



He makes trumps if he can say, first and foremost, "no trumps" (counting 12 a trick), hearts (counting 8), or diamonds (counting 6).\*

Many players in this country deviate from the rule that obtains in England, in that they do not make diamonds as an original declaration in case their partner should be able to declare a more valuable suit, but in this little book we shall adopt the British play, since it is

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\*But see page 70.

simple and straightforward, and answers nine times out of ten.

Honors in "no trumps" consists of the 4 aces. If you hold 3 of them between you and your partner, they count 30 above the line, and 4 count 40, unless they happen to be in one hand, when you score 100. In all other trump suits there are 5 honors, the ten counting as one.

Always declare "no trumps" when you have 4 aces in your own hand, or 3 aces and 1 other court card, or 2 aces and a protected king and queen in other suits, or even on 1 ace and 3 kings, or 2 kings and 2 guarded queens,

with an ace backed up by other fairly good cards, among which the ten is most useful.

You should declare hearts on 5, of which 2 are honors, and on 6 with 1 honor. Some people say you should always declare a red suit if you have 6— with or without honors—but I think you should not do so if you have absolutely nothing else of value in your hand in any other suit.

Declare hearts on 4 if they are *all* honors, and diamonds under the same conditions.

If your hand is not good enough for any of these declarations simply say, "I

leave it to you, partner," and await his decision.

Some writers have lately been advocating what has been wittily called "The Spade Heresy," which means that if you have a very poor hand, especially in hearts and diamonds, you should, as dealer, declare a black suit—the idea being that, if you left it to your partner, he might court disaster by making a weak heart suit in which you could give him no support.

I think this is a great mistake, for, apart from other objections, consider how this practice, if generally adopted, would add to the terrors of the game.

If your partner has dealt, and you have had the luck to pick up a hand containing the 4 aces, the suspense is already sufficiently great till the welcome "I leave it" falls on your ears; but if, in addition to the chance of his making hearts or diamonds, and thereby depriving you of the joy of making 100 above the line for your 4 aces, there is also the danger of their being sacrificed to his pusillanimous declaration of a black suit, the situation would become unbearable. I grant that in some cases there is a risk in leaving the declaration to your partner; but Bridge is a game of risks, and if your sole aim and ob-

ject is to avoid such, you will never be a great Bridge player. Nothing venture, nothing win.

We will now reverse the position and suppose that your partner has dealt and left it to you to make trumps.

You must follow the same rules I gave you for an original declaration, bearing in mind that, as you are being led through and your cards exposed, it is well to be rather more prudent than when making the original declaration. If you hold none of the good things mentioned there you must make a black suit, and it should generally be spades.

It does not answer to declare clubs

unless they are very strong, say 5 with 2 honors, for here it must be mentioned that each declare is liable to be doubled by your opponents, the leader first and then his partner having the chance of doing so.

This means that "no trumps" count 24 a trick, hearts 16, diamonds 12 and *clubs* 8, which would prove very disastrous to you should your opponent hold a great many.

If you hold 2 spades and 4 clubs—not all honors—declare spades. If, however, you have got 4 honors in clubs it would be worth while to declare them, if only for the sake of the 32 they

would add to your score *above* the line.

Now we will suppose it is the turn of your right-hand adversary to deal, and in consequence you have the lead.



## THE LEAD.



After trumps are declared by one of your two adversaries, look at your cards carefully and see if you wish to double them, which you should do in the following circumstances:

Double "no trumps" if you hold a suit of 6 or 7 headed by the ace *and king* and queen and one other court card guarded. I italicize the king, for one evening I was playing when "no trumps" was declared by the adversary. My partner doubled on 8 hearts,

headed by the ace, queen and knave—an irresistible temptation, as she was the leader—but we lost 3 tricks, as Dummy's hand revealed to our horrified gaze the king *guarded*, and we never got in again.

Double hearts if you hold 5, including 2 honors, and a really good playing hand, or 6 with 1 honor—in fact, the sort of hand you yourself would declare hearts on were *you* making trumps.

This also applies to diamonds and clubs.

You may double spades on rather less strength in trumps, as this is often

only a declaration of despair, and shows all-round weakness, which you can take advantage of if you have a really good hand and one or two honors in spades.

If you double, you must not lead till your opponents have said "Content," as they have the right to redouble, which you must not deprive them of by undue haste.

If they redouble, it is you and your partner who must say "Content," unless you wish to continue the redoubling process, which is not likely to be often the case.

If you do not yourself wish to double, give your partner a chance of

doing so *before* leading by saying, "May I play to —?" (naming the trump); for if you proceed to lead straight off without this little preliminary, he (being in the position of a ghost who cannot speak till he is spoken to) must swallow his feelings and submit to the inevitable, as when once you have played a card he cannot double, however much he may wish to do so.

If your partner doubles trumps it is better to lead him one *if* the declaration has come from your left-hand adversary, for in that case you are leading *through* the strong; but if the

trumps have been made by the dealer on your right, do not be in a hurry to lead them up to his presumably strong hand. It will only weaken your partner, who can play them himself, if he wishes, later on far more advantageously. In the case of spades being doubled by your partner, it is not *always* necessary to lead them, for, as I said before, this is often done on a good all-round hand without any special strength in trumps. Should your partner double "no trumps," it is better to lead him a heart. This play is departed from in England, where it is usual to lead the highest card of your

weakest and shortest suit; but it is not an easy thing always to select between two suits, both of which may be wrong, as frequently happens, when the English play is used.

If neither you nor your partner double, you should as a rule lead from your most numerous suit, and the card you select is of great importance in giving information to your partner.

## **“NO TRUMPS.”**



In “no trumps” lead always from your most numerous suit, even if it contains no honors. This is most important.

It is disastrous to begin with your short, strong suits, for with those precious aces and kings you throw away your cards of re-entry, the command of your adversaries’ suit, and all chance of establishing your own (which you will have eventually to discard), as your opponent, whose suit you have so

kindly cleared for him, proceeds to play it out, and wins the game which might have been yours had you led your longest suit and *stuck* to it.

You sometimes hear a player say, "Well, I did not know *what* to lead; I had absolutely *nothing* in my hand." But every one must have a suit of at least *four*, so why not lead that? But, no; the glamour of a court card is irresistible, and so he leads the short suit, and loses the court card, and probably the game as well!

I will here try to explain the theory of leading through the strong and up to the weak. This is self-evident to



the experienced player, who does it instinctively, as a matter of course ; but not so to the beginner, who is sometimes a little vague on the subject. The hand on your left is the one you lead *through*, and the hand on your right is the one you lead up to. So, if Dummy is turned up on your left, you lead *through* his ace, queen, ten, etc., in the hope that he may *finesse* his queen or ten, and your partner get the opportunity of making a king or knave, which he could not possibly have done had he not been led up to.

If, on the contrary, these strong cards are turned up on your right, you

must avoid the suit if possible, and lead one in which Dummy has no high cards. This is leading up to the weak, and gives your partner a chance of taking a trick cheaply.

If Dummy is on your left and has a suit of 2—the king and another—it is a good plan to lead through it, as, should your partner happen to hold the ace and queen, this lead will enable him to make both, which he could not possibly have done had he been obliged to lead the suit himself, as the Dummy's king, being guarded, must have made if led up to. A *guarded* king means that you hold another card of the same suit,

so that if the ace is led the little one can be played to it and the king kept. A queen requires two other cards to guard her, so that, should the adversary lead the ace and king, the two guards fall, but she herself is saved and becomes the best card of the suit. You will find a table of the generally accepted Bridge leads on pages 72-74 of this book.

Before passing on to the next subject, I should like to impress on the leader that when there is no question of doubling, and he has simply got to *begin*, he should do so without unnecessary delay.

Few things are more annoying than the strange apathy which falls on some players at this period of the game. Even after they have asked and received from their partner permission to lead there is an unaccountable pause, and they appear to sink into a kind of reverie, from which they at last arouse themselves with a start, look vaguely round the table, and say, naively, "Oh, is it me to play?"

**PLAY OF THE SECOND HAND.**

This depends entirely on the position of Dummy's hand. If it is turned up on your right and the lead comes from there, you should as a rule play your lowest, unless you have king and ace of the suit, in which case take it with the king, but do not follow with the ace, as that would be giving up command of your adversaries' suit and neglecting an opportunity of leading your own. Another exception to the rule of playing low second hand would be, if

Dummy had led a *small* card from a suit headed by the ace, and you hold the king, put it on without hesitation, and make sure of at least one trick in his suit. If you hold only two cards of the suit, one an honor and a small one, do not put on the honor unless it is sure to make the trick, as in the instance given above, unless Dummy should *lead* an honor, when it is better to cover it and head the trick.

If, on the contrary, the Dummy is turned up on your left, the play is quite different, because you *see* the only hand that can defeat you, and if you can take a trick cheaply, always

do so. For instance, if a club is led, and you, holding the knave, ten and small ones, see that Dummy's best card is the nine, put on your ten without hesitation. You must always play the lowest of a sequence unless you are leading, then *lead* the highest of 2, 3 or more.

If the only card you hold that will beat Dummy's nine is the ace, you might pass it on the first round, unless king or queen was led, and give your partner a chance of taking the trick at less cost than by sacrificing your ace; but, on the second round, *always* play the best card of the suit if you hold it,

as it may very probably be trumped later on, and it is very annoying to have your ace captured in this manner.



## PLAY OF THE THIRD HAND.



This is very important, and includes the difficult subject of unblocking, for in the first round, if *you* are third hand, your partner must be the leader, and your great object should be to help him, and, still more, not to hinder or “block” him (as is too often done) in developing his long suit if he has got one, especially when “no trumps” is declared. Supposing this to be the case, the golden rule is “return your partner’s lead,” and if you do not take

the first trick, and therefore cannot do so at once, at least *remember* it.

Few things are harder to bear than to have one's original lead in "no trumps" forgotten by one's partner. He has perhaps had no opportunity of returning it for several rounds, by which time he has let other things put it out of his head, and when he *does* get the lead, dashes into something else in which neither you nor he have any chance of making a trick.

I do not say that if you have a very strong suit of your own, headed by ace, king, etc., you may not lead it as long as you are sure of winning the trick,

but always return your partner's suit before playing a card *that might* be taken by the adversary, thereby depriving you and your partner of the lead, perhaps forever.

Always look carefully at Dummy's hand before playing. I have often seen players so possessed by the idea of holding the best card of a suit, even when they were third in hand, and Dummy turned up on the left, that they threw it recklessly down without observing that, as Dummy held only little ones, a smaller card would have taken the trick equally well and left them with the command of the suit still in hand.

Now about unblocking.

Suppose that your partner, having one good long suit in his hand, begins it with ace and then king, and that you, holding the queen, six and two, play the small ones to his high cards; that leaves you with the queen *alone*, so that when he leads the third round, you are obliged to take the trick, and, having no other to return to him, there is an end of everything, as it is very unlikely that, with "no trumps" declared against you, you and your partner will have *more* than one good suit to depend upon. In actual play, though people may know this theory, they are very

apt to get confused as to the practical manner of carrying it out, so I will try to put it into a maxim that may be a help in moments of doubt:

“Never keep a high card of your partner’s suit in your hand after the first round *unless* you have a small one as well.”

For instance, suppose your partner leads the king of diamonds, and you hold queen, nine, two. The first round you can play a small one, as your queen still has a little companion left; but the next time you must play the queen whatever is led, whether ace, knave, or a small one, for if you play the small

one the queen will be left alone in your hand, which must *never* be.

It follows from this that if you have only the queen and *one* small one you must play her on the first round, and of course instantly return the small one, or your partner's suit may be blocked hopelessly on the second round. When your partner leads an ace, always keep your smallest card. If you have three cards of the suit, play your second best on the first round.

If the king is led, and you have only two—the ace and another—take the king with the ace and return the small one, *unless* you see in Dummy's hand

the knave and two other cards of the suit. In that case you must keep the ace, as with the ace and king both gone, and Dummy having a smaller card to play to the queen, his knave must make on the next round. If you have ace, king, and two or more small cards, and the queen is led to you, put on a small one the first round. If, however, you have only *one* small card beside the ace and king, take the queen with the king, and lead the ace and then the small one.

## WHEN THERE *are* TRUMPS.



As a rule play your highest third hand, and do not *finesse* against your partner. That means you should give him your best card when he has asked for it by leading the suit, except in the case of holding ace and queen. With Dummy on your right you must not *finesse* queen unless king is in Dummy's hand, when you may put on the queen; and if it wins the trick return the ace and then a small one, unless you see



by the number of cards in your own and Dummy's hand that it must inevitably be trumped the third round.

Except in "no trumps" it is not *always* advisable to return your partner's lead up to Dummy.

One of the great rules of Bridge is: "Lead *through* the strong and *up* to the weak," so if your partner obeys this precept by leading *through* Dummy's strength you disobey it by leading up to it. It is obviously wrong to do so when Dummy's hand is very strong, and it would then be better to lead up to his weakest suit in hopes of your partner being able to make a trick

cheaply, when he can again lead through the strong if he wishes.

Remember that your partner had not *seen* Dummy's hand when he first led, and the sight of it may considerably modify his subsequent play; and you would only embarrass him by at once returning his suit when great strength is revealed by Dummy.

When you *do* return your partner's lead, the card you play depends entirely on how *many* of the suit you have left.

Always return the higher of two (I mean the two *left* after playing to the first trick, which would assume that you

originally held three of the suit), but the *lowest* of three or more, except in the case of holding ace and king with or without others. Then, you having taken the first trick with the king, must return the ace, because you always play the best card of a suit on the second round.

**TRUMPS.**

I suppose no precept is more widely known, even among the most elementary players, than that which tells them not to “bottle trumps.” We see the evil of it so plainly in others, and look on with disapprobation when 5 or 6 trumps lie untouched in Dummy’s hand while the adversary makes a wretched little 2 or 3 he ought never to have had the chance of making, but when it comes to our own turn we often do no better. The real fact is, that the de-

sire to bottle trumps is deep-seated in the human heart.

Of course a really good and experienced player has cured himself of such a weakness, and perhaps even the longing to keep his trumps may have left him, for, as we know, training can accomplish almost anything, but to the unregenerate beginner the temptation is still strong. The sight of a long row of trumps spread out on the table before him, or, better still, ensconced in his own hand, invisible to all save himself, is so delightful that he *hates* to part with them, and continues to contemplate them with delight till the ca-

tastrophe mentioned above occurs, and a valuable ace or king is captured by the little trump that ought to have been drawn long before.

If you are playing Dummy's hand, and have 7 or 8 trumps between you and a good playing hand as well, lead out the trumps at once, as, having more than the adversaries, you will probably be able to exhaust theirs and make your tricks in the other suits in peace.

If, on the contrary, you and Dummy have only 5 or 6 good trumps and a poor playing hand, there would be no object in hurrying to lead them, as, once they are gone, you have nothing

left to bring in, and it might be better to wait and let the opponents take the initiative.

Do not, as a rule, trump a doubtful trick (especially when you are second in hand) unless weak in trumps. By a doubtful trick I mean one in which your partner may hold the best card, but if the suit has been originally led by your adversaries and you are very weak in trumps, say 2 or 3 small ones, you might try to make one of them instead of leaving it to be swallowed up by the ace or king later on.

## THE DISCARD.



This is of immense importance as a guide to your partner.

When "no trumps" has been declared, he watches carefully to see what you throw away when you cannot follow suit, for that shows him that it is your weakest suit, and he knows it is no use to lead it.

This information, coupled with what is in his own hand, is a pretty clear indication to him of what your best suit must be. As a rule, you should throw



away from a suit in which you can never hope to make a trick, except it should be your partner's original lead, of which you must always keep one to return to him.

Never unguard a king, and try to keep the queen guarded; and even the knave may make in time if you have 3 other cards of the suit as well.

When a trump suit is declared, discard as in whist—*i. e.*, when trumps are declared against you, discard from your strong suit; when for you, from your weak.

## MISTAKES AND PENALTIES.



When you are dealing, if you find one of the cards turned face upward you must deal again. There is no option in the matter. But if you accidentally turn up a card your adversaries can either call for a fresh deal or let you continue, as they please; but it is better at once to say, "Will you have a fresh deal?" and not leave it to them to claim it.

Always count your cards when you are sorting them, for, should one slip

down or be in any way missing from your hand after you have played, the deal stands good, and you are answerable for a revoke, should you make one, in consequence of having lost a card.

If you deal out of turn, or with the wrong cards, you can be stopped before the deal is over, but not *after* the last card is dealt.

If, in playing, you pull out the wrong card, or let one fall on the table face upward, you must leave it there.

Nothing shows more ignorance of the rules and want of card manners than for a player hastily to snatch up such

a card and try to look as if nothing had happened, till he is asked to put it down again, which he too often does reluctantly and with an air of offended surprise, whereas it is the adversaries who ought to be annoyed, as they should never have been put in the disagreeable position of having to insist on their rights.

This does not apply to Dummy, who can do no wrong, or to his partner, who is exempted from the usual penalty of leaving the exposed card on the table.

The exposed card can be called by your adversaries whenever it is your turn to play, unless, of course, the play-

ing of it would involve a revoke on your part, or you can yourself take the initiative in ridding yourself of it, which it is generally wise to do at the earliest opportunity.

As an alternative penalty, they can call upon you or your partner to lead a card of any suit they please, but if they do that you are entitled to take up the exposed card, even if you have none of the suit called, as you cannot be punished twice for the same error.

If the card you drop falls on the floor you are not obliged to leave it on the table, as it has presumably not been seen, and you may restore it to your hand.

## THE REVOKE.



If a suit is led, and you, holding one or more cards in it, do not follow suit but play a card of a different one, it is a revoke the moment the trick is turned and quitted.

The player's partner should on such an occasion always ask if he has "no more." This gives him an opportunity of a moment's reflection, and would prevent many a revoke if it were always done. If, on looking again at his hand,

he discovers that after all he has a card of the suit led, he may play it, of course leaving the card he played in error on the table. A revoke may be claimed any time during the playing of the hand, and any of the tricks necessary to prove it can be examined, but after the cards are cut for the next deal it is too late to say anything about it.

If the revoke is established, you can take away three of the adversaries' tricks and add them to your own.

This is the most usual penalty to exact; but there is another alternative which might sometimes be more advantageous, especially if your oppo-

nents are 26 or 28 and it is their turn to declare trumps next time—you can deduct the value of three tricks from their existing score.

Suppose they were 28 and you nothing, and they have gained the odd trick in hearts; if you take the 3 tricks, that does not give you the game, and still leaves them with only 2 to make and a great chance of going out next hand. So in those circumstances it would be far better to deduct the 24 from their score, which would then only amount to 12, including the odd trick, which they, of course, retain, as you have chosen the other penalty.



You can as a third alternative add the value of 3 tricks to your own score.

The side that has revoked cannot win the game that hand, or count "Grand Slam" or "Little Slam," or score more than 28, however many tricks they may have made.

## PLAYING TO THE SCORE.



My remarks about the declaration of trumps on page 21 of this book were intended to apply to the beginning of the game.

After the first deal, never declare trumps without looking at the score.

The awful crime of making clubs or spades to start with becomes a virtue when your score is 26 or 28.

Remember always that the game is 30, and the players who make that score

first *win it*, so run no unnecessary risks when you are so nearly home.

For instance, in choosing between an *almost certain* trick in clubs and a *very* probable trick in hearts, glance at the score, and if you are 26 declare clubs without hesitation, because if you should fail in making the tricks you would have had still less chance in the weaker suit, and your adversaries would have scored just twice as much against you.

When your opponents are 26 or 28 declare "no trumps" on the smallest provocation, as, if they get the next deal with only 2 or 4 to make, your

chance of ever winning the game is of the slightest.

Never by any remark, such as "I don't see how we can make another trick," give away information which may be useful to your opponents.

The leads when "no trumps" is declared are as follows:

Lead *ace* from

Ace, king, knave, ten and others—then king;

or

Ace, queen, knave, and others, if you have a card of re-entry; otherwise lead the queen.

Ace, king, and at least four others.

Lead *king* from

King, queen, and at least five others;

or with

King, knave, ten, with or without others.

Lead *queen* and *knave* from  
Ace, king, queen, knave—knave then queen.  
King, queen, knave—knave then queen.  
Ace, king, queen—queen then king.

And the *ten* from  
King, knave, ten.  
From all other combinations lead your  
fourth best.

The leads where there *are* trumps :

Lead *ace* from  
A suit of four small cards *and* the ace.  
Ace, king, and no other.  
Ace, king, knave, etc.—then queen.  
Ace, knave, ten, etc.—then knave.

Lead *king* from  
Ace, king, and others—then ace.  
Ace, king, queen—then queen.  
King, queen, and two or more—then small  
one.  
King, queen, and one other—then queen.

Lead *queen* with  
Queen, knave, and others—then small one;  
or  
Queen, knave, nine.

Lead *knave* from  
Knave, ten, nine.  
Knave, ten, with or without others.

And lead *ten* from  
King, knave, ten.

Of course the second lead of these suits must more or less depend on what Dummy has got.

Suppose you hold the ace, queen, knave and others, and after leading the ace Dummy's hand is put down on the table, and you see that it contains only two cards of the suit, the king and a

small one. He will of course put his small one on your ace, and it would be folly in you to continue with the queen as directed above, when the smallest possible card will extract his king and leave you in command of the suit.

You will notice that the chief difference in the "trump" and "no trump" leads is, that in the first case you lead your highest cards from a suit of 5, headed by the ace and king, as it is possible that this suit may be trumped later on; but when "no trumps" is declared you do not part with the command of the suit unless you have at least 6 or 7 of them, as there is no

fear of their being trumped, and you must make them last as long as possible, and give your partner a chance of making some small but valuable honor, which might have been wasted on your king or ace had you begun with these. A card of re-entry means that you have the command of another suit besides the one you led, either an ace or a king, so well guarded that you are sure of taking a trick with it, so that you are again able to lead your original long suit.

I have not in this little book attempted to touch even the fringe of the deeper aspect of Bridge, with its end-



less varieties and subtleties, but only to skim lightly over the various points so ably elaborated by others, in the hope of being able, in some slight degree, to prepare the mind of the beginner to understand and appreciate some of the clever and interesting works lately written on the subject by experts in the game.









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